

Daniel Nikoi Djanie

53, Turmstrasse

10551 Berlin Germany

Mobil: +49 (0) 15751594319

E-mail: djaniemann@gmail.com

Personal Web Page:

<http://gilmec.carbonmade.com/>



Born: August 8, 1980, Frankfurt am Main, Germany

Marital Status: not Married, no children

Citizenship: German

Objectives

Becoming the best Artist I can possible be, in an environment that inspires, challenges and teaches me constantly.

My main interest is Character Design, Storytelling and Visual Development

Education

08/2001 – 07/2006

Academy of Visual Arts, Frankfurt, Germany
Majoring in Audiovisual Media, Graduated with honor

09/1997 – 06/1999

Gutenberg School of Design, Frankfurt, Germany

Professional Experience

09/2013 – Presents

GameDuell GmbH, Berlin, Germany
Senior Lead Artist of Mobile and Facebook Games
[\(http://www.gameduell.com/\)](http://www.gameduell.com/)
<https://www.facebook.com/GameDuell>

04/2012 – 06/2013

CrowdPark Entertainment GmbH, Berlin, Germany
Art Director of Casual and Gambling Games
[\(http://www.crowdPark.com/\)](http://www.crowdPark.com/)
<https://www.facebook.com/GoldenEmpireCasino>
<https://www.facebook.com/PetVegas>

03/2010 – 05/2012 **Electronic Arts Computer Software CO., LTD**, Shanghai, China
Lead Game Artist of Casual and Mobile Games for POGO.com and
Centerscore.com
(<http://www.pogo.com/all-games>)
(<http://www.eamobile.com/home>)
(<http://www.playfish.com/>)

Project based Work

03/2009 – 08/2009 **Comberry Limited**, Shanghai, China
Creator & Director, of “Santaman” Project --- a 10-min-long animated short
film project (<http://gilmec.carbonmade.com/projects/3961837>)

- Writes the story and makes the storyboards
- Designs characters, props and backgrounds
- Produces key 2D animations
- Directs and coordinates teamwork among Chinese animators, German 3D artists and British post-production staff

06/2008 – 03/2009 **Comberry Limited**, Shanghai, China
Art Director, of “Scoyo” Project --- an online e-learning project sponsored by
EU and German Government (www.scoyo.de)

- Sets the style of the animation
- Designs the characters and backgrounds
- Supervises and participates in the 2D animation production
- Organizes and coordinates the teamwork among the animators and directors

Freelance Work

09/2009 – 10/2009 **EMI Music Germany GmbH & Co. KG**, Cologne, Germany
Animator, of a viral advertisement video for “Die Wolf-Gang” audio book
series
(<http://www.wolfgaeng.de/start/news/schau-dir-das-wolf-g%C3%A4ng-halloween-video>)

Character Designer & Illustrator, of the web page for “Die Wolf-Gang” audio
book series
(<http://www.wolfgaeng.de/start/die-personen>)
(<http://www.wolfgaeng.de/start/>)

08/2009 – 09/2009 **Zimmelus.com**, Germany
Character Designer, of an iPhone game project “BarTap”
(<http://gilmec.deviantart.com/art/iPhone-game-characters-WIP-135294613>)
(<http://gilmec.deviantart.com/art/iPhone-game-barkeeper-02-137307715>)

- 03/2008 – 05/2008 **T-recs Studios**, Hamburg, Germany
Character Designer & Animator, of the 4: 46 min website promotion flash movie
Graphic Designer, of the website illustrations
(<http://www.trecsstudios.com>)
- 09/2007 – present **Egmont SchneiderBuch**, Cologne, Germany
Illustrator, of the book cover for the book collection “Die Zombie-Schule” from one of UK’s bestselling children book authors Dr. Seltsam
(<http://www.amazon.de/Die-Zombie-Schule-Band-Horror-Kabine/dp/3505124427>)
- 03/2007 – present **Egmont SchneiderBuch**, Cologne, Germany
Designer & Illustrator, of the book cover for the book collection “Die Wolfgang” from Germany’s bestselling author Wolfgang Hohlbein.
(<http://www.schneiderbuch.de/buch/das-haus-der-geister/>)
- 09/2007 –11/2007 **Thomas Cook AG**, Oberursel, Germany
Character Designer & Animator, of the web campaign animation for “Thomas Cook Travelling”
- 08/2007 **Loewe Verlag GmbH**, Bindlach, Germany
Illustrator, of the book cover of the novel “Drachen der Finsternis” by a German author Antonia Michaelis
(http://www.loewe-verlag.de/titel/titel-7701_drachen_der_finsternis.html)
- 01/2007 – 04/2007 **Mainova AG**, Frankfurt, Germany
Character Designer & Illustrator, of a youth campaign
- 06/2006 – 12/2006 **Freelancing Work**, Frankfurt, Germany
Illustrator, for companies like Ben Leers, Egmont Ehapa, K2 Werbeagentur, High5, Lufthansa, Mazda, Mainova, Schneiderbuch, Watussi, Wunderman

Published Game Titles

- Surviving High School** (Centerscore)
<http://www.ea.com/de/surviving-high-school>
- Poppit Sprint** (Pogo Games) http://www.facebook.com/pogogames?sk=app_4949752878
- Who has the biggest Brain?** (Playfish) http://www.playfish.com/?page=game_braingame
- Coming up **High School Story** (Centerscore)

Publications

- 11/2006 **Santaman - Der Patron der Gerechtigkeit,**

Published by Ehapa Comic Collection
ISBN: 3770466063

Competitions/Achievements

- 2015 **Winner Character Design Challenge June 2015**
[\(https://www.pinterest.com/pin/564638872010050517/\)](https://www.pinterest.com/pin/564638872010050517/)
- 2013 **THU Challenge 2nd Winner**
[\(https://trojan-unicorn.com/thu/golden-ticket-challenge/\)](https://trojan-unicorn.com/thu/golden-ticket-challenge/)
- 2010 **Pogo Hackathon Award** for Best Original Game Concept

Skills

Character Design
Visual Development
Comic
Directing
Cartooning
Illustration
2D-Animation
Storyboard
Digital Painting
Matte Painting

Software

Equally comfortable with PC and Mac platforms

GRAPHICS Photoshop CS4 · Painter · Adobe Illustrator · Freehand

2D ANIMATION Adobe Flash Professional · Adobe Premier and After Effects

3D Zbrush (basic skills)

